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THE OFFICIAL STAR TREK® FACT FILES 20



Sisko and the Cardassians
Face to face with the enemy

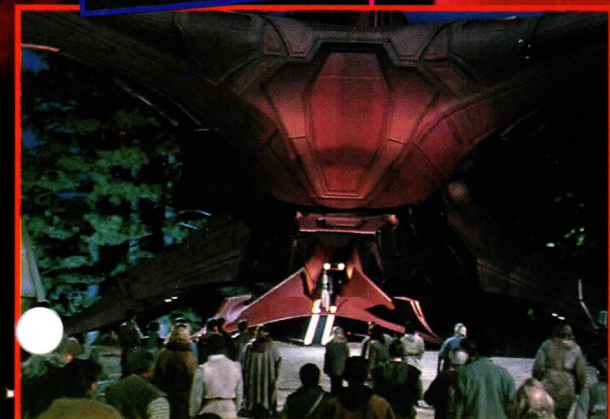
Medical Instruments
Health care in the 23rd century

Starship Log: 'The Search'
Odo finds his roots

A Piece of the Action
A gangster society



21st Century Earth
The beginning of a new era



THE T'PLANA-HATH: VULCAN SHIP
Humanity's first contact with an alien race

ISSN 1364-3983





THE OFFICIAL STAR TREK[®] FACT FILES



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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 3C



THE UNITED FEDERATION
OF PLANETS

21ST CENTURY EARTH: POST WWII

After the devastation of nuclear war, humanity begins to rebuild a better and more peaceful society. But the most significant event of the second half of the 21st century is **First Contact**: the arrival of the Vulcans.

Following the nuclear war of the 2050s, in which 600 million people die and most major cities are destroyed, the previously flourishing technological societies of Earth are thrown back to a state more like the Dark Ages of the Medieval period, over 1,000 years earlier. Few governments survive, and recovery is hampered further by the 'nuclear winter' caused by dust and debris thrown into an atmosphere already saturated with radioactive isotopes. Life for the survivors is hard.

In many areas, with conventional systems of law and order destroyed, courts resembling those of the Middle Ages develop,

presided over by elaborately attired judges. Order in these courts is imposed by the military, who retain uniforms and weapons from the war, while the public watch the proceedings as entertainment. The judge also acts as the jury and executioner.

Difficult times

Although such courts are still operating as late as the 2070s, progress is made at a different rate in other areas. One postwar settlement which is firmly etched in the history books is located in Montana, North America.

Here, a collection of makeshift huts is erected in what is otherwise an area of natural woodland, away

▶ WWII soldiers wear heavy radiation suits, and are controlled by drugs in much the same way as the Dominion uses ketracel white to control the Jem'Hadar.

from the vast metropolises in which most prewar humans made their homes. Living conditions are a mixture of prewar technology, with some electricity and other luxuries such as jukeboxes, and a more basic existence. Farm animals roam freely, and most clothing, though functional, is old and shabby. What these people have appears to be left over from before the devastation rather than developed or manufactured since.

For some time after the end of the war, they find themselves under attack



▶ After the war, soldiers are still used to maintain order in medieval-style courts as late as 2079. Their uniforms appear to be remarkably durable, and their weapons continue to work efficiently.

RETURN TO A DARKER AGE



▶ Q takes on the guise of a 2070s judge when he puts the crew of the U.S.S. ENTERPRISE NCC-1701-D on trial for the crimes of humanity. He considers the nuclear war and its aftermath to be a good example of the human race's barbarity, but Captain Picard is able to convince him that the human race has learned from its mistakes.

▶ The trial offers a form of entertainment, drawing large crowds. The high incidence of dwarfs may be due to radiation poisoning.

Courts and judges

With governments in chaos, a new form of law and order takes over. Criminals face court trials which bear more resemblance to sport or entertainment than justice and, in a parallel with the Cardassian 'justice' system, the accused are guilty until proven innocent.

Events such as these make it easier for humans to see the injustice in other races who still use such unfair systems. We can only hope that, eventually, they too will see the error of their ways.



from several enemy 'factions' – groups vying for power, among which the **Eastern Coalition** is powerful enough to be remembered more than three centuries later. Eventually, a ceasefire is agreed between opposing factions, ending hostilities sometime prior to 2063.

A new beginning

The inhabitants of the Montana settlement, built around an old missile silo, have the necessary access to technology to write one of the most important chapters in Earth's history.

This area is home to **Zefram Cochrane** and **Lily Sloane**, and is the site from which the **Phoenix** makes its historic flight on 5 April 2063: the first time a

Rebuilding

The men and women living at the Montana settlement make the most of technology left over from before the war. Life is hard for the survivors, but they do cope. It is settlements such as this which make the first steps toward building a better future.



ship from Earth breaks the warp speed barrier. Cochrane, the inventor of the warp engine and the man who pilots the ship on its historic flight, and Lily, who built the ship, will become part of history.

On its first warp speed flight, the *Phoenix* attracts the attention of a Vulcan ship, the *T'plana-Hath*, on a survey mission through Earth's solar system. If the human race has developed warp drive, it is ready for contact with extraterrestrial life, so the Vulcans detour to land on Earth, initiating the first meeting between the two races which will eventually form the **United Federation of Planets**. During the next 50 years, poverty, disease and war are eradicated as mankind builds a better, more civilized society from the ruins of the old.

With the advantage of warp speed, the human

race begins to explore space, and as early as 2064 human ships such as the *S.S. Valiant* are already capable of reaching the edge of the Galaxy.

Exploring the Galaxy

Astronomers such as the British scientist **John Burke** of the Royal Academy begin making detailed studies of the new areas to be explored, including the area in which **Sherman's Planet** is located, mapped by Burke in 2067. The fact that the Royal Academy is conducting such research at this time suggests that at least some areas of the United Kingdom had made a reasonable recovery from the war's devastation. Other institutions and structures also survive the war, such as Cambridge University, and the Eiffel Tower in Paris.

Exploring the vast



Farming life

The dwellings of the Montana settlement are little more than shacks, made of corrugated iron and wood. Animals roam around the huts, and the people appear to live a semi-rural existence.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 3C



THE UNITED FEDERATION
OF PLANETS

21ST CENTURY EARTH: POST WWII

unknown territories of space is not without dangers, however, and early explorers often meet unpleasant ends. The *S.S. Valiant* is swept out of the Galaxy, and when it tries to return across the energy barrier at the Galaxy's edge, six crew members are killed and a seventh experiences a mutation, leading the captain to self-destruct the ship to prevent the mutant from escaping.

Another early explorer, **Colonel Steven Richey**, dies in captivity on the eighth planet of the **Theta 116** system in 2082. Richey commands the Earth space

Fresh air

Only a decade after the end of the war, Montana appears to have recovered from the nuclear winter. In the middle of dense woodland, the settlement can enjoy the fresh air on a bright, sunny day.

vehicle *Charybdis*, although it is unknown how long before his death he reached the Theta 116 system.

In spite of these early setbacks, by the end of the 21st century Earth is heading for a brighter and better future. Thanks to Zefram Cochrane, the Galaxy is on the way to becoming a much smaller place.



FIRST CONTACT

Birth of a new era

Ironically, the *Phoenix*, the ship in which Zefram Cochrane makes his historic warp speed flight, is built from a modified nuclear warhead, and is launched from a missile silo: thus the missile, built as a weapon of mass destruction, becomes an instrument of peace, uniting the human race in a way never before known. From the moment the Vulcan ship picks up the warp signature, Earth's history is changed.



Breaking the warp barrier

Unlike many later ships, the *PHOENIX* is launched from inside Earth's atmosphere, and sheds its fuel canister in space.

New friends

The Vulcans are a peaceful race who greet Earth at a time when hostilities on the planet are finally coming to an end.



Zefram Cochrane

The inventor of the warp speed engine is destined to become a legend. Statues are built in his honor, and high schools are named after him.



GALAXY FACTS

- Elsewhere in the Galaxy, other races also experience major events in their history.
- The last Klingon Emperor dies in 2069. Following his death, power is held by the political Klingon High Council.
- Suspiria, the female Caretaker, leaves her mate and the Ocampan homeworld in 2072. She takes 2,000 Ocampan with her.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 18

SIGMA IOTIA II



OTHER GROUPS
AND RACES

Starfleet's Prime Directive sets out strict rules on how to deal with newly discovered, less advanced races. Cultural contamination can have dangerous effects, as in the case of the Iotians of Sigma Iotia II.

Sigma Iotia II is a Class-M planet in the outer reaches of the Galaxy, approximately 100 light years away from Earth. It has a uniform bright blue glow when viewed from space and, on the surface,

appears to be very Earth-like in many respects.

The humanoid natives are highly intelligent, very imitative, but somewhat immature. When first contacted by the **U.S.S. Horizon** in 2168, the society seems to be poised at the beginnings of

industrialization, but little is known of Iotian history prior to this contact.

Because the **Prime Directive** – the **Federation's** policy of noninterference – is not instituted until sometime after the *Horizon's* contact, the ship's crew change the



course of **Iotian** history forever by leaving behind a selection of books. Many of these are of a technical nature, giving the **Iotians** information on how to build radios, telephones and motor cars. However, the book that has the most effect on Iotian society is a volume entitled '**Chicago Mobs of the Twenties**', published on Earth in 1992.

When the planet is next visited by the Federation – by the crew of the **U.S.S. Enterprise NCC-1701**,

▲ Dressing the part
Kirk soon discovers that the best way to deal with the Iotians is to play the game by their rules. He and Spock start by donning suitable attire.

under the command of **James T. Kirk**, in 2268 – it is discovered that the Iotians have modeled their society after the one described in this book: a society run by gangsters. **First Officer Spock** says that neither he nor the ship's computers have ever before seen a society based on a moral inversion.

THE NEED FOR THE PRIME DIRECTIVE

Cultural contamination

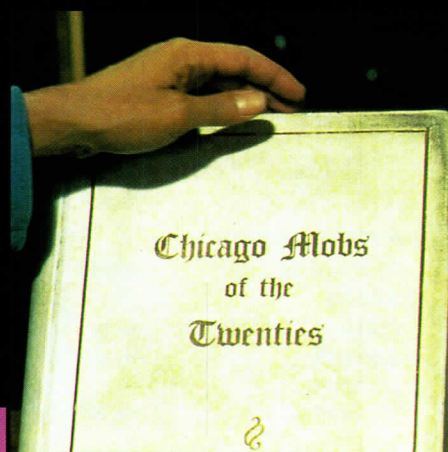
The Iotians are a very intelligent and highly imitative race, who are liable to copy anything new to their society with little regard for the consequences. It is for the protection of races such as the Iotians that Starfleet developed the Prime Directive, which forbids visiting starships from influencing or interfering with less advanced societies.

The Iotians seem to lack the moral maturity to realize that the crime-ridden, gangster-controlled society of 1920s America was less than ideal: they see only the glamor and adventure associated with it. The book left behind by the **U.S.S. Horizon**, '**Chicago Mobs of the Twenties**', has taken on an almost religious significance for the planet's inhabitants, who refer to it simply as 'The Book'.

▶ This book, left behind by the U.S.S. HORIZON, provided a model on which the Iotians rebuilt their society. At the time of the HORIZON's visit, the Prime Directive was yet to be developed and so the crew broke no rules by leaving it behind. They believed they were helping the Iotians.



▲ When the U.S.S. ENTERPRISE landing party beam down to the surface of Sigma Iotia II, they are surprised to find themselves in the middle of what appears to be an old gangster movie, with amazing parallels to Earth's 1920s America.



Planet Sigma Iotia II
Class M **Quadrant** Alpha
Also known as No other names recorded

Life Forms Humanoids
Social Structure 'Territories' run by gangster-style mob 'Bosses'. Citizens submit petitions to question or change any aspects of the society.

Federation Visits to Sigma Iotia II
U.S.S. Horizon in 2168
and **U.S.S. Enterprise NCC-1701** in 2268.

Important Features: Cultural contamination by a Federation ship, before the Prime Directive prohibits such practice, leads to Iotian society being remodeled on the crime-ridden gangster societies of 20th century America on Earth.

Starship Log:
STAR TREK (The Original Series):
'A Piece of the Action'.

A changed world

Not counting the 'small fry' (groups beneath the notice of what passes for the planet's leaders), Sigma Iotia II is divided into about a dozen 'Territories,' each run by a 'Boss.' The largest territory is led by a man named **Bela Oxmyx**. Oxmyx's capital city resembles any large city in the old United States of America during the 1920s.

Other bosses include **Krako**, who runs the Southside Territory, and **Tepo**. Each boss has a small army of his 'boys': henchmen who help him enforce his policies.

Though Oxmyx is

▼ **Fashion and decor**
Southside Territory Boss Jojo Krako dresses in typical 1920s fashions such as a baggy suit and boater-style hat. The room also reflects the decor of that period.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 18

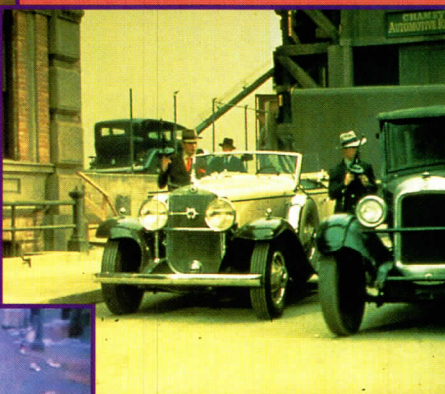
SIGMA IOTIA II



OTHER GROUPS
AND RACES

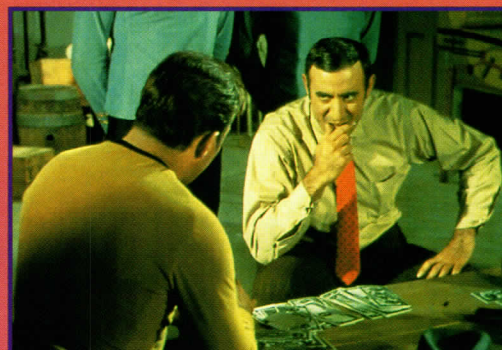
▼ Classic cars

The typical mode of transport is 1920s-style cars. It is 100 years since the U.S.S. HORIZON left, but the planet has not progressed beyond the society depicted in the book.



▼ Card games

Kirk distracts Kalo by teaching him 'fizzbin', a card game with nonsensical 'rules' that change depending on the day of the week.



GALAXY FACTS

▶ Other planets also have societies based on periods of Earth's past. Pollux IV resembles ancient Greece; a Nazi regime is fostered on Ekos by Federation cultural observer John Gill; and Platonius is modeled after Plato's Republic.

▶ Street fighting

Gunfights between rival mobs are a common sight on the streets of Sigma Iotia II.

responsible for the general upkeep of the city and the welfare of its citizens, he is not always conscientious about his duties. Trash blows through the streets,

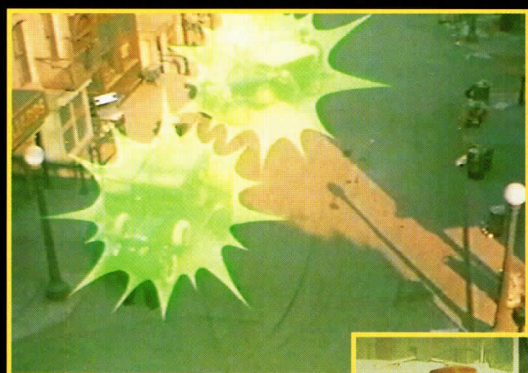
and dissatisfied citizens feel free to complain to his boys about such things as "crummy" street lights, and the irregularity of the laundry truck.

All citizens are armed. Men regularly carry machine guns, and women carry pistols or small automatics.

one leader – preferably him. Despite some misgivings, the crew of the *Enterprise* agree. Kirk feels that it is their duty to put right as much of the cultural contamination as they can, and that this involves helping the Iotians to develop a more efficient system of government. The *Enterprise's* captain does this by adopting language and behavior with which the Iotians are familiar, and he describes the Federation as if it were essentially another mob, but bigger, more powerful, and wanting its own 'piece of the action'. By basically threatening the Iotians, Kirk convinces them to agree to work together, with Oxmyx in overall control. He tells the Iotians that the Federation will send a ship once a year to collect a 40 percent cut of the profits, although the real plan is to feed this back into the planet in the hope that it will help to develop a more ethical society.

Though Dr. McCoy accidentally leaves behind his communicator, no Federation vessel has since returned to Sigma Iotia II to see what, if anything, the Iotians have learned from it, or how the society has been affected by its second Federation contact.

WEAPONS FROM THE PAST AND PRESENT



Where violence rules

In Iotian society, might makes right, and the side with the superior firepower calls the shots. Bela Oxmyx wants Kirk to supply him with Federation phaser weapons, which he calls 'heaters', so that he can take over the entire planet. Realizing that the only way to deal with the Iotians is on terms they understand, Kirk demonstrates that the Federation has the strongest firepower of all.

▶ Deadly firepower

On Kirk's instructions, Scotty fires a low-intensity phaser blast from the U.S.S. ENTERPRISE at the block where Kirk is holding the negotiations. The attack knocks out two rival gangs who are shooting at each other in the street, leaving them stunned but unharmed.



▶ Common sight

Firearms are such a common sight on Sigma Iotia II that small children are unfazed by them. Adverts for guns are even broadcast on the radio.

Grand ideas

Though Bela Oxmyx is clearly the head of a gangster mob, and is willing to use violence to get his way, he claims to be a peaceful man.

Although he shows a Biblical-type reverence for 'The Book', he can see that the opposing mobs are having a detrimental effect on his planet, and believes that the solution is to have

OTHER CARDS IN THIS FILE...

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STAR TREK:
The Original Series.....File 68



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

CREW QUARTERS

LOCATION:

VARIOUS DECKS

Galaxy-class starships such as the *U.S.S. Enterprise NCC-1701-D* are among the largest vessels in **Starfleet**, and are tasked with the continuing mission of exploration. Unlike earlier starships, which were modeled after the historic sailing ships of Earth, the *Enterprise* more closely resembles a floating city in space. This vast size allows for shipboard living quarters to resemble those of a modern planetside apartment complex.

When isolated in space for long periods of time – weeks and months, or even longer – the *Enterprise* has everything necessary to sustain itself. But beyond the physical needs of the crew, the designers of the vessel realized that those who serve aboard starships need more than just the bare necessities: they need living conditions that are as close to a real home as possible.

Individual touch

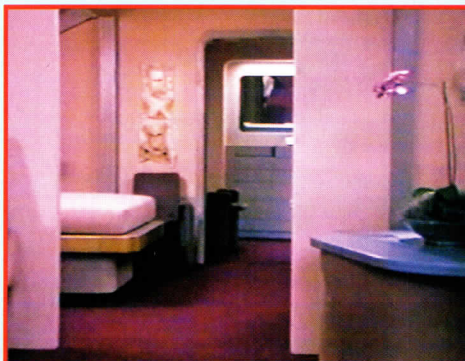
While the basic layout of each individual unit is similar, it is up to the occupants to determine the interior decoration, including furniture.

Standard living quarters for the crew of the *Enterprise* are located on Decks 12 through 20. These are intended for unmarried crew members and have been designed to house two or three occupants.

There are contingency crew dormitory units on Decks 32 through 35. These are primarily



▲ In addition to the bathroom, many bedrooms have a washbasin which is concealed until needed. When not in use, the area can be used as a shelf.

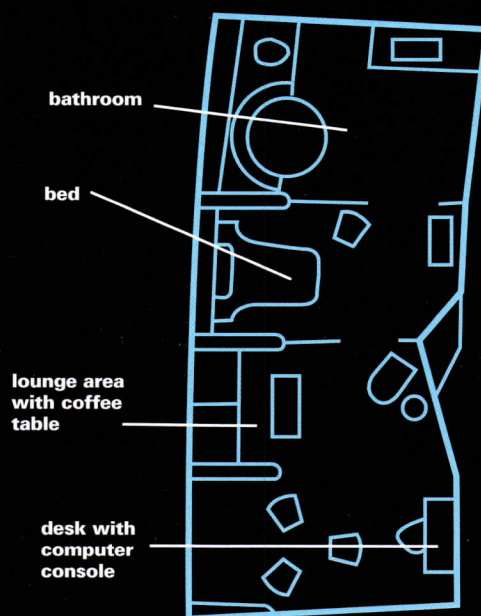


▲ Whatever the size of the accommodation unit, all share the same basic design. The pastel tones of the decor is a standard feature, as is the neatness of the furniture. All quarters contain a bed and a desk.

OFFICERS' QUARTERS

Crusher's quarters

Dr. Beverly Crusher's quarters are typical of those assigned to senior Starfleet officers. The rank of Commander means a spacious living area: a separate bathroom and bedroom, and a large, comfortable space which is partially divided into two reception rooms – ideal for entertaining.



▲ The larger living area in the quarters of higher-ranking officers allows plenty of space for holding dinner parties.

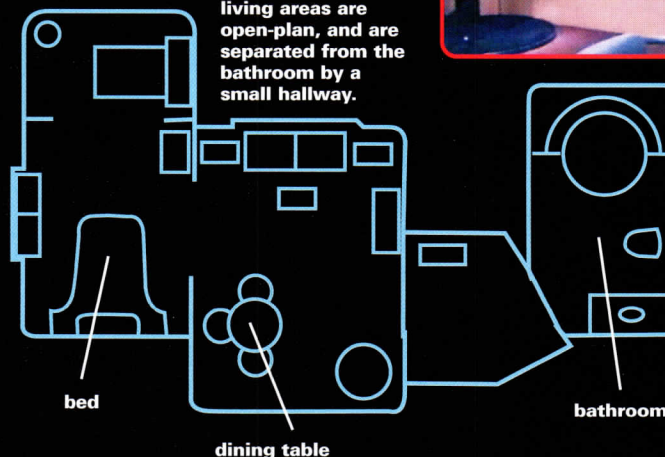


▲ Beverly's quarters are large and airy, with soft decor and the occasional plant, giving the feel of a modern apartment.

Worf's quarters

Officers who hold the rank of Lieutenant and Lieutenant Commander also have separate living and sleeping areas, although the overall floor space is less than that of Commanders' quarters. Like officers of higher rank, they have single accommodation units and are not expected to share.

The sleeping and living areas are open-plan, and are separated from the bathroom by a small hallway.



▲ Worf has chosen to decorate his quarters with objects reflecting his Klingon heritage, including Klingon art and trophies. Crew members from non-human backgrounds are also free to replace furniture with items more to their liking.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

assigned as temporary quarters when transporting non-ship's personnel or when additional crew members are assigned to the ship during training missions. While these are certainly adequate and comfortable, they have not been designed for long-term living.

Officers' living quarters are located on Decks 3, 4, 5, 8 and 9. In addition, there are living quarters for junior officers on Decks 2 and 9. Residential apartments, which are occupied by families, are located on Decks 6 through 14. These are two- and three-bedroom units, in which children live with their parents.

Home from home

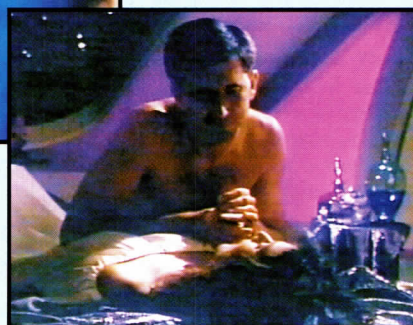
In many quarters, the sleeping and living areas are located in the same single room. In most of these, the bed is recessed into a wall and can be opened out at night, leaving the room to function as a normal living space during the day.

Standard Starfleet furnishings such as a desk, table, and chairs are provided, but the occupants have the option of replacing these with more personalized items. Most crew members choose to do this, especially if they come from ethnic backgrounds other than that of Earth.

▲ All crew quarters contain a personal replicator for use on occasions when officers decide to take their meals away from the mess hall.



▶ Many quarters, especially those of higher-ranking officers, are located at the edge of the hull, with windows providing a view out over space – the perfect backdrop for starry-eyed lovers.



▲ The wonders of modern replicator technology allow full table settings, as well as delicious food, to be conjured up from raw matter – instantly turning any crew member into the perfect host or hostess.

HOME FROM HOME

The personal touch

Crew quarters may be only a series of small rooms on a spaceship, but to many people serving in Starfleet this is the only home they may know for many years, and so it is essential for crew morale to ensure that everything is as comfortable and welcoming as possible.

Decor in crew quarters can range from rooms in which crew members make little modification at all, to those where more familiar settings are recreated in lavish detail, with plants, sculptures, art and even pets added to make the quarters seem as much like a planetside home as possible. After all, many Starfleet officers will live here for sometimes a decade or more without returning 'home' to family or property on planets spread across the Galaxy.

Quarters are a place to relax, to play, to sleep, to entertain friends, and to romance fellow crew members or visitors – a place in which to feel at ease.

▼ After a hard day's work, crew quarters are an excellent place to relax for a quiet evening with friends. Many crew members enjoy playing traditional games, such as cards, in their private rooms.



▲ Flowers add a touch of nature to any area of the ship, making an otherwise plain and austere room beautiful. On a long mission of exploration, a keen botanist can collect plants from many different planets and habitats.



▲ Many personal touches, such as the design on bed linen, is down to individual choice. Some crew members choose pale, neat designs, while others prefer to be more loud and brash. Decor is left to crew members to decide, and may be changed from time to time. The overall effect makes it much easier for crew members to think of their quarters as a real home.



Lieutenant Worf's quarters, for example, are distinctly Klingon in their sparse, almost stark design. The furniture, in typical Klingon style, is chosen for its function rather than its comfort factor, while the quarters belonging to Geordi La Forge are decorated with items that reflect Africa's rich history.

Moving up

Although junior officers and crew members do not have as much physical space as that assigned to senior officers – rank has its privileges in any century – they also have the option of furnishing their private living spaces to represent their diverse backgrounds, human or alien. When two or three crew members are assigned to the same unit, they share a common living-room area, but each person has their own individual sleeping space.

Adjacent to the crew quarters on each deck are recreational and study areas. There are also playrooms and other facilities for the children near the family quarters.

In all, the *Enterprise* has a total of 1,421 sleeping spaces available, with room for further expansion or modification if and when required.



▲ Crew members are free to keep pets in their quarters. Animals help to provide a touchstone to the family lives the crew members have left behind, easing feelings of loneliness and homesickness.



FILE 20 U.S.S. ENTERPRISE NCC-1701

TYPE:

LIGHT SHORT-RANGE SHUTTLE

ASSIGNED TO:

U.S.S. ENTERPRISE NCC-1701

NAME:

SHUTTLECRAFT 'GALILEO'

The **U.S.S. Enterprise NCC-1701** has two well-known shuttlecraft. One is the **Galileo**, named after the famous Italian astronomer, and the other is the **Columbus**, named after the great explorer of the Americas on Earth. Both shuttles are just under eight meters long, and carry a crew of seven.

The interior of the **Galileo** shuttlecraft is configured with black swivel chairs, which accommodate the crew members comfortably. A retractable window allows the crew to view the flight path. The cabin is entered through a fold-down door on the port side of the vessel, and there is an aft compartment beyond the cabin which stores additional gear. Access panels on the floor and at the back of the shuttlecraft give access to various parts of the vessel's internal workings, although the latter are only accessible from outside the ship.

The only two crew members with flight instrumentation are the pilot and co-pilot. The pilot sits in the front left chair, nearest the door. The main instruments available are two scanner spheres that fold out from their respective bulkheads, and the radar-like screen which lies between them on the instrumentation pedestal. There are also various environmental panels along the bulkhead which can be accessed by the crew to provide additional analysis.

The shuttlecraft's primary role is to provide crew transportation. Shuttlecrafts are mostly used for travel within solar systems or for transport off deep-space vessels to planet

▶ Shuttlecraft such as the **GALILEO** are used to transport crew members and equipment into situations and environments which may not be suitable for transfer by transporter. Unlike the **U.S.S. ENTERPRISE** itself, the shuttlecraft assigned to the ship are capable of entering a planet's atmosphere and landing on its surface, although the small size of such craft makes them vulnerable to mishaps.



surfaces. In this period they travel at sublight speed and carry a limited amount of fuel and supplies: enough to provide about enough fuel for one complete orbit around a planet.

It is also possible to use **pistol phasers** as a substitute power supply in order to refuel the shuttlecraft, although this is a dangerous procedure and the phasers must be adapted first. A supply of standard issue pistols phasers is carried on the shuttle, kept in an armory locker drawer.

Problems and solutions

The shuttlecraft's weight plays an important role in how quickly the vessel can obtain orbit and maintain it. There are very few items which can be removed from the shuttlecraft

without compromising its safety.

The shuttlecraft is capable of landing on the rocky surface of a planet, or within the shuttlebay located at the rear of the **Enterprise's** saucer section.

A shuttlecraft is not without problems. It is extremely susceptible to ionic interference to its communication system, and although the crew are shielded against high levels of radiation, the craft's circuits are not.

Over the years, shuttlecraft have proven their value many times over. They are extremely resilient to crash-landings and other misadventures. Even so, the **Galileo** is, unfortunately, lost near the planet **Taurus II** while investigating the **Murasaki 312** space phenomenon on **Stardate 2821.5**.

SMALL CRAFT, BIG MISSIONS



◀ When not in use, the **GALILEO** sits in the **U.S.S. ENTERPRISE's** shuttlebay, awaiting its next adventure. The ship should always be fueled up and ready to go at a moment's notice if needed.

▶ Inside the shuttle, conditions are basic but not uncomfortable. The shuttles carry seven crew, with the pilot and co-pilot seated at the front of the craft.



◀ The small size of the craft enables it to land even on rough or rocky terrain. For their size, these shuttles are remarkably tough little ships which can survive quite a battering.

▶ Here, one of the landing legs can be seen extending from the underside of the ship. The landing gear provides a stable base for the shuttle on uneven planet surfaces.

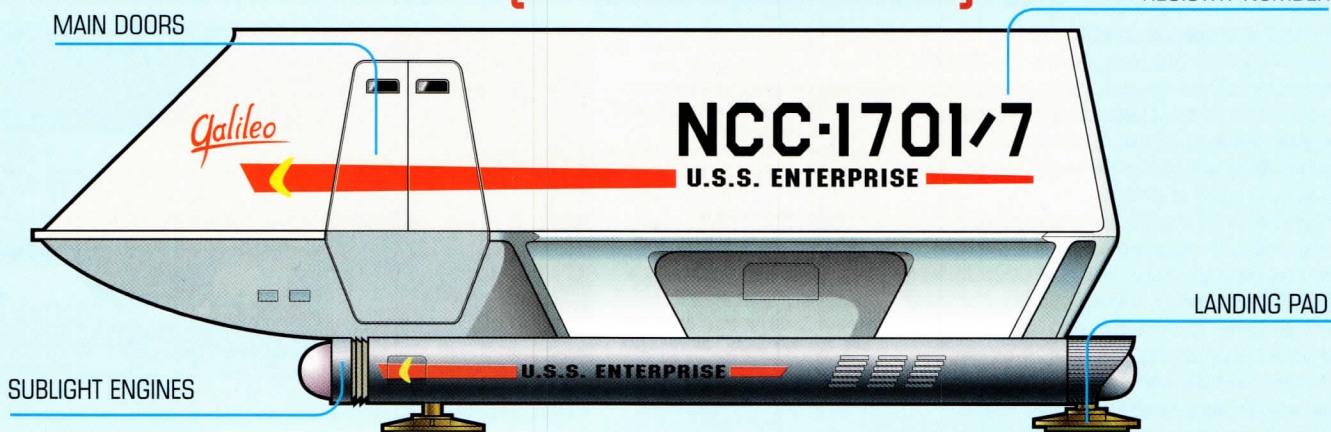




SHUTTLECRAFT 'GALILEO'

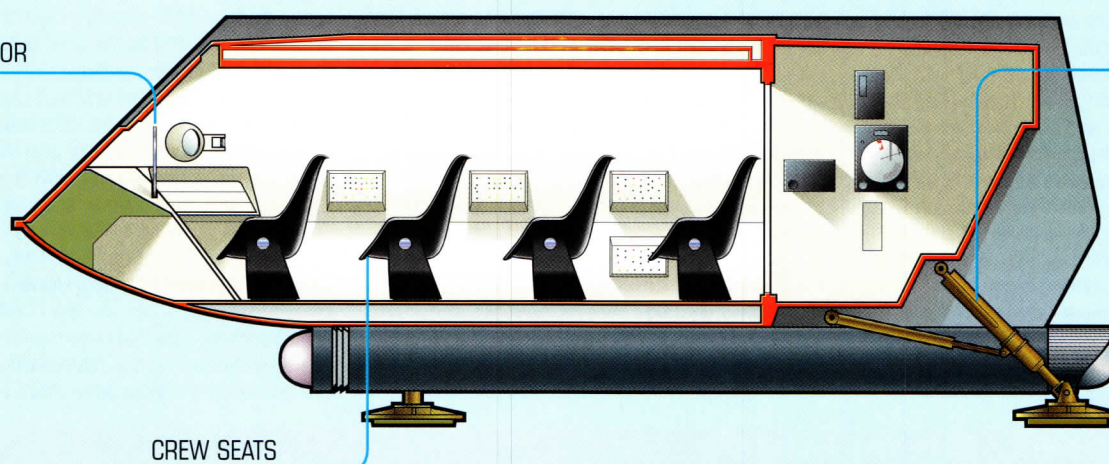
PORT VIEWS (EXTERIOR AND INTERIOR)

REGISTRY NUMBER



ASTROGATOR

LANDING STRUT

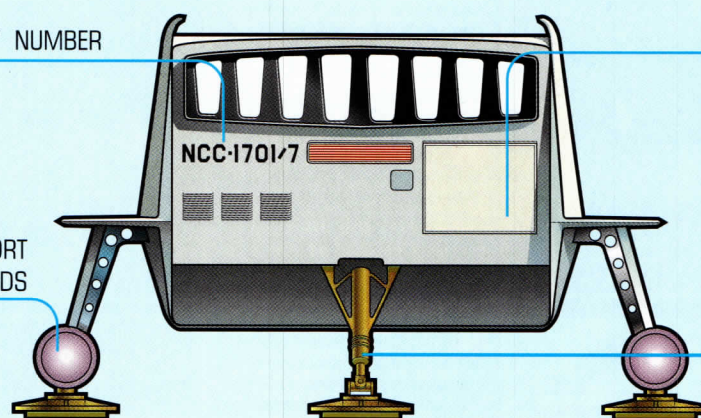


CREW SEATS

AFT VIEW

REGISTRY NUMBER

AFT ACCESS PANEL

ENGINES WITH SUPPORT
PYLON AND LANDING PADS

STABILIZER

SHUTTLECRAFT SPECIFICATIONS

Type: Light short-range shuttle.**Performance:** Able to enter atmospheres, and take off from a planet's surface.**Crew:** Seven, including pilot and co-pilot.**Armament:** None. Standard phasers carried in onboard armory.**Powerplant:** 15 pounds PSI will provide enough fuel for approximately one planetary orbit. In addition, phasers can be used to provide an alternate power supply. Limited shield capabilities are powered by batteries, not the main fuel supply.**Engines:** Sublight impulse engines only.

FILE 43 STARFLEET PERSONNEL

Ensign Sito Jaxa

Ensign Sito Jaxa is a young Bajoran woman whose remarkable courage and loyalty allow her to overcome her past mistakes, winning the respect of her fellow officers aboard the *U.S.S. Enterprise NCC-1701-D*.

As a member of **Nova Squadron** at **Starfleet Academy**, the young **Bajoran Sito Jaxa** is one of the finest pilots in her class, extremely loyal to her friends and eager to prove herself worthy of those who gave her a chance. But it is these very qualities that almost cause her to miss out on her dream of becoming a **Starfleet** officer.

When **Nova Squadron** attempts the banned **Kolvoord Starburst** maneuver, all five ships are destroyed in a firestorm, and one of the Cadets, **Joshua Albert**, is killed. Sito goes along with the squadron leader, **Cadet Nicholas Locarno**, in attempting to cover up the

fact that the team have been practicing the banned maneuver. She is convinced that standing up for the team is her most important duty.

Truth will out

Eventually, another team member, **Wesley Crusher**, comes forward, ending speculation about what really happened in the accident. Sito later regrets not having come forth with the truth herself. Stripped of a year's worth of academic credits and having a formal reprimand entered in her record are the least of Sito's problems at the Academy: from that moment on, she loses the trust of her fellow cadets.

Three years later, serving

ENSIGN SITO JAXA

NAME: Sito Jaxa

LIFE FORM: Bajoran female

RANK: Ensign

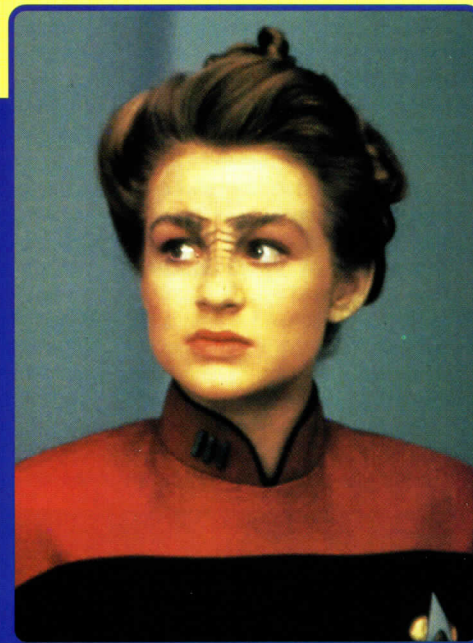
YEAR 2368: Sito's Starfleet Academy credits are voided after she is involved in the Holvoord Starburst incident.

YEAR 2370: Offered posting aboard the *U.S.S. Enterprise NCC-1701-D*.

STARDATE 47566.2: Believed killed in the line of duty.

FIRST SEEN: 'The First Duty'

LAST SEEN: 'Lower Decks'



Despite a rocky start to her Starfleet career, Sito Jaxa becomes a valued officer who is prepared to give her life in the line of duty.

HARSH LESSON

★ In the dock

At first, **Cadet Sito Jaxa** believes that her loyalties lie with her friend, **Nicholas Locarno**, and that lying to cover up **Nova Squadron's** misdemeanors is the right thing to do. But she later regrets her dishonesty.



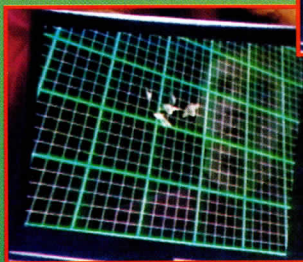
as a security officer on the flagship of Starfleet, the *U.S.S. Enterprise NCC-1701-D*, Sito faces a new challenge as, once again, her passion for camaraderie and courage are tested. She and her close friend, **Sam Lavelle**, are both up for a promotion to lieutenant and a shift to Ops. Although Lavelle is her friend, Sito doesn't shy

away from the competition. She manages to be supportive of his goal, while at the same time giving the promotion her best shot.

After a battle drill, Sito gratefully accepts **Commander Will Riker's** advice. Her humility is appealing, and perhaps this is why he places her at Ops when the *Enterprise* takes an unexpected detour. Sito

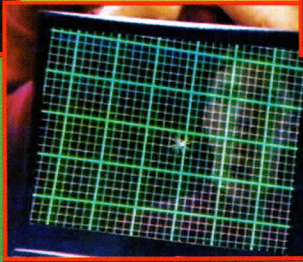
▼ Banned maneuver

In the first stage of the **Kolvoord Starburst**, the ships maneuver into the starting position. But unfortunately for the cadets, their activities are picked up on a scanner.



▼ No room for error

As the cadets' ships prepare to fly outward, their wingtips can be less than 10 meters apart. This is what makes the maneuver so dangerous.



▼ Bright finale

The plasma trails are ignited, causing the starburst effect from which the maneuver takes its name. But the move is as dangerous as it is spectacular.



▲ Close call

The ships form a circle, with their wings lined up to form the circumference. There is now little doubt as to what the squadron is attempting.

▲ Star moves

As the five tiny ships fly apart from each other at high speeds, their bright plasma trails create an impressive-looking star formation.

Ensign Sito Jaxa

"In a lot of ways, it would have been easier to just walk away, but I didn't. I stuck with it. Doesn't that say something about my character too?"

— Sito to Picard

calms Lavelle's jealousy by suggesting that she simply needs more practice at the position than he does.

She is honored when she discovers that her commanding officer, **Worf**, recommended her for the promotion and position in spite of the fact that it is so different from her duties at Tactical.

When the *Enterprise* reaches the **Ogaya System** near the **Cardassian** border, Sito is ordered to guard sickbay. When **Captain Jean-Luc Picard** leaves sickbay, he orders her to follow him to his ready room. Once there, after asking her if she is a certified pilot, Picard dresses her down for the incident at **Starfleet Academy**. He questions her character, calling her a joiner. Sito is stung, but remains

proud of her exemplary record since that incident. Nevertheless, when Picard dismisses her on the note that she should have been expelled, Sito finds herself questioning her worth.

Challenged again

When Worf further tests Sito's ability to stand up for herself by making up a fake martial arts challenge, which he calls the **gik'tal**, Sito is bewildered. Taking her off-guard, he blindfolds her, and orders her to defend herself. Since she cannot see him, she falls to his blows many times before she strips off the blindfold and declares the test unfair. Worf congratulates her for having the courage to say what she really thinks. Sito, who speaks **Klingon**,

Despite the setback she suffered at Starfleet Academy, Ensign Sito eventually graduates and receives a prestigious posting to the **STARSHIP ENTERPRISE**. But here, Captain Picard attacks her for her involvement in the **Kolvoord Starburst** incident, saying that he thinks she should have been expelled. She later discovers that this is a test of her resolve rather than what he really thinks of her.



Unfair challenge

Worf's **gik'tal** challenge at first appears to be a typical martial arts maneuver. He does indeed aim to teach Sito the art of self-defense, but not in the way she thinks. Rather than improving her physical defenses, he is teaching her to stand up for herself mentally, and to have the courage to admit when someone is treating her unfairly – as Captain Picard is. She should not stand by and let herself be beaten when the challenge is unfair, but should have the courage to question her treatment.



Dressed in a simple, traditional martial arts outfit, Ensign Sito prepares to take the 'gik'tal', or 'to the death' challenge from Worf, her commanding officer.

Sito is already handicapped by the fact that she is much smaller and physically weaker than her Klingon opponent, but her task is made even more impossible by a blindfold. The small Bajoran woman would have no chance against a Klingon under any circumstances, let alone these.



wonders why he called the challenge "to the death", but he never directly answers her. Instead, he suggests that when she is unfairly judged, she should not take so many bruises before she protests.

Armed with newfound courage, Sito confronts Captain Picard with a request to transfer to another ship if he will not allow her to work hard and earn a promotion. Sito quickly denies that she is looking

for a more lenient commanding officer, as he suggests, and proudly states that it is not his place to punish her for events that happened at the Academy, but to judge her work on the *Enterprise*. Picard finally reveals that he has been

assessing her for a very important and dangerous mission. He also reveals that he requested that she serve on the *Enterprise* in order to make sure she got a chance to redeem herself fully.

To the death

Sito quickly volunteers to take on a covert mission into Cardassian space, but her devotion to those who would give her a chance again puts her into a dangerous situation: posing as a Bajoran terrorist, the prisoner of a Cardassian soldier. In fact, the soldier, **Joret Dal**, is a **Federation** operative. She is to help Dal return to the Cardassian military without suspicion.

Unfortunately, 32 hours after she is scheduled to meet the *Enterprise*, debris matching the mass and composition of a Federation escape pod is detected by a probe. Later, a Cardassian report is intercepted: it states that a Bajoran prisoner, attempting to escape in a pod, has been killed.

FINAL MISSION

Last chance

Dressed in civilian clothes, Sito's status as a Starfleet officer is concealed. Bajorans are extremely valuable to the Federation for undercover missions involving the Cardassians; the relationship between the Bajorans and the Cardassian Union ensures that most Bajorans are happy to cause as many problems as possible for their former oppressors.

Sadly, it appears that Sito and Joret Dal never reach Cardassian space, although how they are discovered and exactly how their ship is destroyed is unknown. Sito eventually pays the ultimate price for her loyalty to Starfleet and her willingness to follow her orders.

Sito Jaxa poses as a prisoner being escorted by Joret Dal, a Cardassian soldier who is in fact working for the Federation. Her mission to ensure his safe return to Cardassian space ends in tragedy.





Sisko and the Cardassians

Sometimes, **Cardassia** is an outright threat to **Bajor** and the **Federation**; sometimes the **Cardassians** are almost allies. Throughout, **Captain Benjamin Sisko** is in the front line of the **Federation's** dealings with these often deceitful people.

When **Benjamin Sisko** becomes the commanding officer on **Deep Space Nine** in 2369, one of his biggest priorities is dealing with the **Cardassians**, the station's builders and former masters. The situation is delicate: many **Cardassians** object to the treaties with the **Federation** and the withdrawal from **Bajor**. The discovery of the **Bajoran wormhole** only complicates matters, and prompts a series of covert attempts by **Cardassian** forces to retake the **Bajoran** system. At the same time, Sisko, as the ranking **Starfleet** officer, often has to deal with the consequences of the occupation for **Bajor** itself, and with the former **Federation** worlds in the **Demilitarized Zone** that, since the treaty, are now in **Cardassian** space.

Sisko has barely arrived on the station when he is visited by **Gul Dukat**, the former Prefect of **Bajor**. Dukat makes several veiled threats, clearly intending to warn Sisko that the **Cardassians** will never be far away. However, Sisko has Dukat's measure, and makes it clear that **Starfleet** will stand firm.

Uneasy ally

Over the years, Dukat becomes Sisko's principal point of contact with the **Cardassian** Union. Although the two never become friends, they do become familiar with one another, and each gains a measure of respect for the other's abilities.

Dealing with **Cardassians** can be particularly difficult as they are rarely completely honest. When evidence emerges that **Cardassians** are still holding prisoners of war, Sisko authorizes a mission to

PROFILE ON SISKO

NAME: Benjamin Sisko

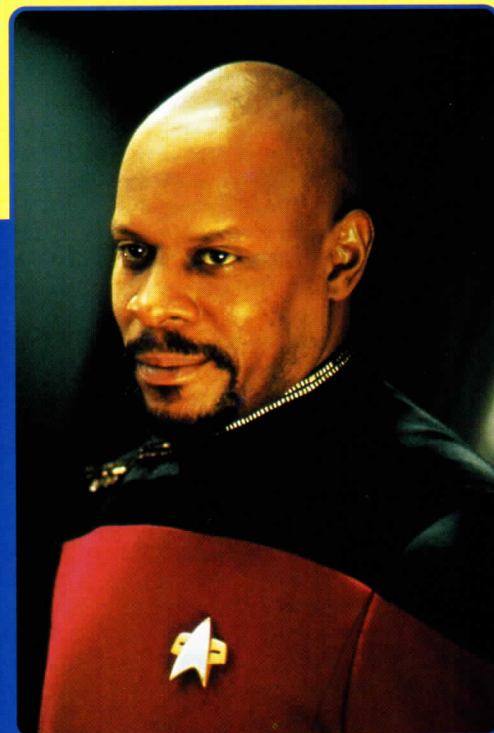
LIFE FORM: Human male

OCCUPATION: Starfleet officer in charge of **Deep Space Nine**, formerly **Terok Nor**.

DATE: 2369: Sisko first meets Gul Dukat, former Prefect of **Terok Nor**.

DATE: 2370: Sisko rescues Gul Dukat from the **Maquis** and together they prevent a **Maquis** strike on a **Cardassian** weapons depot, thus preventing war.

DATE: 2373: Sisko's relationship with Gul Dukat takes a turn for the worse when Dukat negotiates **Cardassian** membership of the **Dominion**.



▲ **Captain Benjamin Sisko**, commander of the space station **DEEP SPACE NINE**, faces many challenges – especially from the often deceitful **Cardassians**.

rescue **Li Nalas** from a **Cardassian** prison camp. In the following weeks, he uncovers a **Cardassian** plot to arm a group of **Bajoran** separatists known as **The Circle** in an attempt to force the **Federation** to abandon **Bajor**.

In 2370, one of Sisko's own men, **Chief Miles O'Brien**, is kidnapped by **Cardassians** and prosecuted for a crime that he did not commit. Sisko's understanding of the **Cardassian** legal system, in which a verdict is arrived at

before the trial, enables him to outmaneuver the **Cardassian** courts by quietly confronting them with evidence of a **Cardassian** plot.

One of the most troubled areas under Sisko's supervision is the **Demilitarized Zone** between **Cardassia** and the **Federation**. The worlds in this space are supposedly neutral, and treaties prevent either side from

OPPOSITE SIDES

★ **Terok Nor to Deep Space Nine**

After many years in charge of **TEROK NOR** during the **Cardassians'** occupation of **Bajor**, Gul Dukat finds it hard to stay away from the station and its current commander, **Benjamin Sisko**.



★ **Mediator**

Sisko often finds himself in delicate situations involving the **Cardassians** and disgruntled colonists of worlds in the **Demilitarized Zone** which now fall under **Cardassian** rule.

★ **Taking sides**

More than once, Sisko has worked with Gul Dukat to prevent war between the **Federation** and the **Cardassians**.



Sisko and the Cardassians

offering military assistance to their colonists. However, forces on Cardassia ignore the treaty and begin to arm Cardassian colonists. It seems that not all Cardassians are privy to the Central Command's actions, and Gul Dukat aids Sisko in exposing the plot.

However, the Cardassian actions result in the formation of the **Maquis**, a group of Federation citizens in the DMZ, who are determined to defend their worlds. When **Thomas Riker**, a Starfleet defector to the Maquis, steals the **U.S.S. Defiant**, Sisko is placed in the bizarre position of defending Cardassian space from his own ship. Sisko's tactical awareness helps the Cardassian forces, but it is ultimately his understanding of what is and is not possible within Cardassian politics that enables him to prevent massive bloodshed. By playing the Cardassian military off against the **Obsidian Order** (the Cardassian secret police), he is able to negotiate the return of the *Defiant* and all of her crew except Riker. Pushing the Cardassian system to the limits, he even manages to save Riker from a death sentence.

Cardassian legacy

Deep Space Nine itself is constructed by Bajoran slave labor during the 70-year Cardassian occupation and, despite Chief O'Brien's extensive modifications, can still hold some surprises for Sisko and opportunities for Dukat. In 2371, O'Brien accidentally trips an old Cardassian self-destruct routine, which can only be deactivated by Dukat. The Gul comes to the station and offers his help ... at a price: he wants to station a permanent Cardassian garrison on *Deep Space Nine*.

However, his opportunism comes to nothing as his Cardassian superiors programmed the computer to ignore him if he were still aboard the station.

Changing relationship

After a disastrous attack on the Dominion by joint Cardassian and Romulan forces, the Obsidian Order is weakened and the Cardassian military government is deposed. The new government has a much warmer relationship with the Federation.

Sisko does his best to help Cardassia during the **Klingon** invasion of 2373, even going so far as to rescue Dukat from an attack by the Klingons. After the Klingon incursion, the relationship with Cardassia improves further, and the Federation eventually agrees to send four industrial replicators to needy Cardassian worlds.

New threat

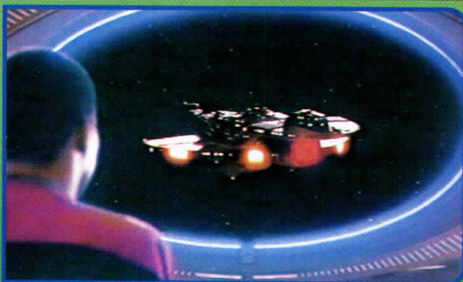
Recently, however, relations with Cardassia have taken a dramatic turn for the worse. In 2373, Gul Dukat secretly negotiates Cardassian membership of the **Dominion**. A fleet of **Jem'Hadar** warships travel through the wormhole and take up position inside Cardassian space. Dukat is installed as the new leader of Cardassia, although he has to answer to his Dominion masters.

Dukat's actions are prompted by Cardassia's recent weakness, and he promises to retake all the former Cardassian territories. He offers Sisko the opportunity of surrendering *Deep Space Nine*, but the Starfleet captain refuses. Thus Sisko is once again in the front line against Cardassia, but this time war seems almost certain.

"Allow me to assure you that we only want to be helpful in this difficult transition ... your Cardassian neighbours will be quick to respond to any problems you may have."

— Gul Dukat to Sisko

GONE BUT NOT FORGOTTEN



★ Constant presence

Sisko takes over as Commander of DEEP SPACE NINE only two weeks after Gul Dukat vacates his office. The Starfleet officer has barely arrived before Dukat visits him, making it obvious that the Cardassians are still interested in the station.

STRANGE ALLIES

★ Joint threat

When a group of Maquis steal the U.S.S. DEFiant and head into Cardassian space, Sisko offers his help to stop the rebels. Preventing a major incident between the Cardassians and the Federation is his first priority.



★ Cooperation

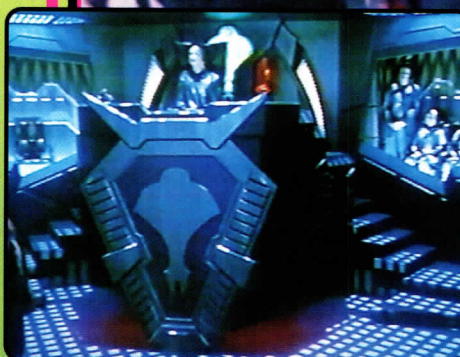
Sisko works with Gul Dukat to negotiate a deal for Thomas Riker, the Maquis leader, which will allow Riker to live and his fellow Maquis to be delivered back to the Federation.

UNDERSTANDING THE ENEMY



★ Cardassian expert

Working on DEEP SPACE NINE ensures that Sisko gets plenty of first-hand experience of dealing with the Cardassians. The knowledge he has gained about their culture and politics proves invaluable to the Federation.



★ Fair result

When Miles O'Brien is accused of a crime he did not commit, Sisko's understanding of Cardassian politics reveals the truth and ensures that O'Brien is not prosecuted.

★ New threat

Now that Gul Dukat has made an alliance with the Dominion, there is no doubt that he is the Federation's enemy. How his relationship with Sisko develops remains to be seen.



23rd Century Medical Instruments

By the 23rd century, medicine has become a very precise science. Federation starships such as the *U.S.S. Enterprise NCC-1701* have well-equipped sickbays and field medical packs capable of dealing with almost any emergency.

Starfleet exploration vessels of the 23rd century can often be far from the nearest Federation starbase for months at a time. Flying into uncharted space and beaming down to new planets carries many potential hazards, and so well-stocked, extensive medical facilities are highly important – for the sake of crew morale as well as for dealing with actual medical emergencies. As on most vessels, the crew of *Constitution*-class ships such as the *U.S.S. Enterprise NCC-1701* rely on

an onboard-ship sickbay, and a field pouch containing instruments for administering first aid to injured landing party members before they can be beamed back to the ship.

Sickbay

The most notable feature of the shipboard sickbay is the biobed: a modern form of hospital bed that provides ongoing real-time reports of the patient's condition. A nearby probe takes the readings and transmits them to a panel display attached to the bulkhead at the head of the bed so that, at a glance,



▲ Sophisticated medical devices such as the biobed are used to treat patients, and computer data banks hold information on thousands of diseases.

◀ The hygienic hypospray, capable of administering medicine through clothing, is still one of the most valuable instruments in any medical kit, and remains so well into the next century.



ONBOARD SHIP

SICKBAY INSTRUMENTS Sickbays onboard Federation starships need to be fully functioning hospitals, capable of dealing with any potential medical emergency without requiring the patient to be transferred to a starbase for further treatment. This is achieved with the help of the wide range of medical instruments carried aboard every ship.

23rd-century scalpels come in a wide range of precision widths.

Amid modern technology, some classic instruments never change, such as spray canisters.

This heartbeat reader is a modern, technological version of the old stethoscope.

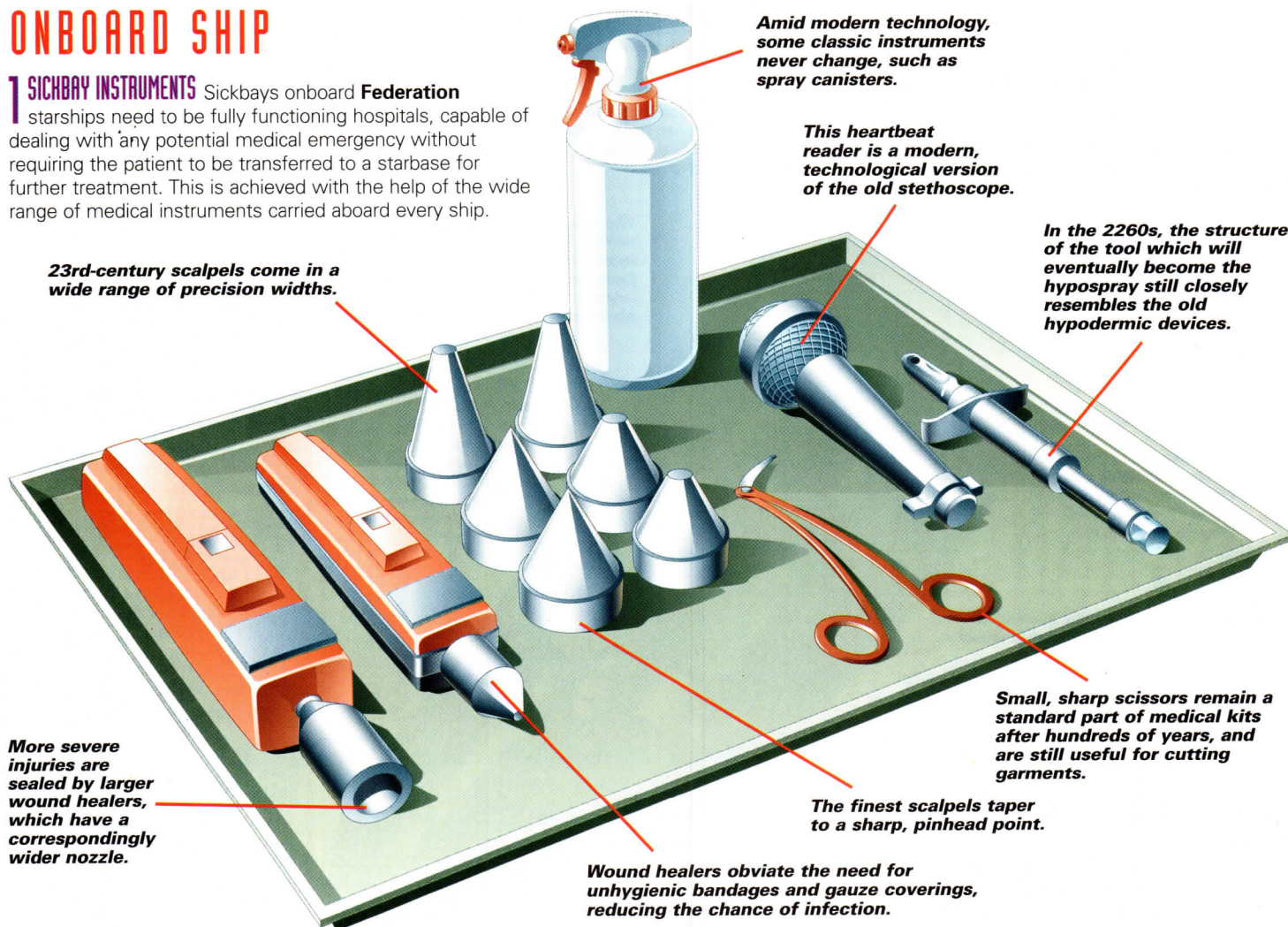
In the 2260s, the structure of the tool which will eventually become the hypospray still closely resembles the old hypodermic devices.

More severe injuries are sealed by larger wound healers, which have a correspondingly wider nozzle.

Small, sharp scissors remain a standard part of medical kits after hundreds of years, and are still useful for cutting garments.

The finest scalpels taper to a sharp, pinhead point.

Wound healers obviate the need for unhygienic bandages and gauze coverings, reducing the chance of infection.



23rd Century Medical Instruments



▲ The compact hand scanner allows close-up diagnosis of many medical problems without requiring the patient to remove his or her clothes.

medical personnel can see the current heart and respiration rate, the K-3 indicator (revealing the level of pain, if any, being suffered by the patient), and other information about the patient's condition. During surgical procedures, a surgical support frame is placed over the patient and connected to the biobed. This device creates a sterile field.



When the *Enterprise* is refitted, and then replaced, a number of new and improved biobeds are installed with enlarged, and more detailed, biomedical feedback displays.

Other equipment

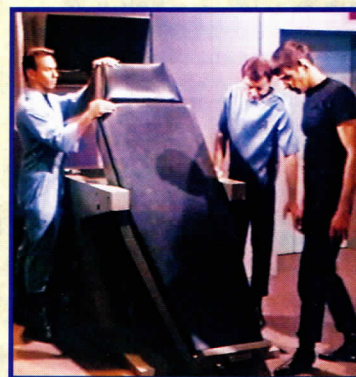
Another device found in any sickbay is the medical hand scanner, available in two sizes. New patient assessment is typically made using one of these portable devices that generates biobed-type readings.

23rd-century doctors also use the **spray applicator**, an early precursor to the **hypospray**. The version used in the 2260s more resembles an old-fashioned syringe than later models, although the medicine is already administered in the form of a high-powered aerosuspension liquid rather than through a needle. By the 2280s, the spray applicator has become a push-button device. Doctors also use a **cardiostimulator** to treat cardiac arrest.

Sickbay contains many other

▲ The biocomp medical computer is an invaluable aid, ensuring easy access to all available information.

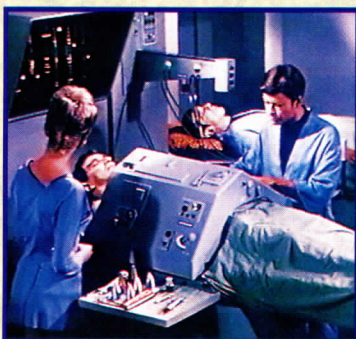
surgical instruments, scanners, and computer equipment, ensuring the best possible care for injured or sick personnel. But, whether on board ship or down on a planet surface, the equipment is only as good as the skill and expertise of the medical staff who use it. Thanks to the rigorous training required of Starfleet doctors and nurses, the crew can rest assured that they are in good hands.



▲ Biobeds can be positioned upright, making it as easy as possible for the patient to climb on. This maneuverability ensures that the doctor can easily reach the part of the body requiring treatment.

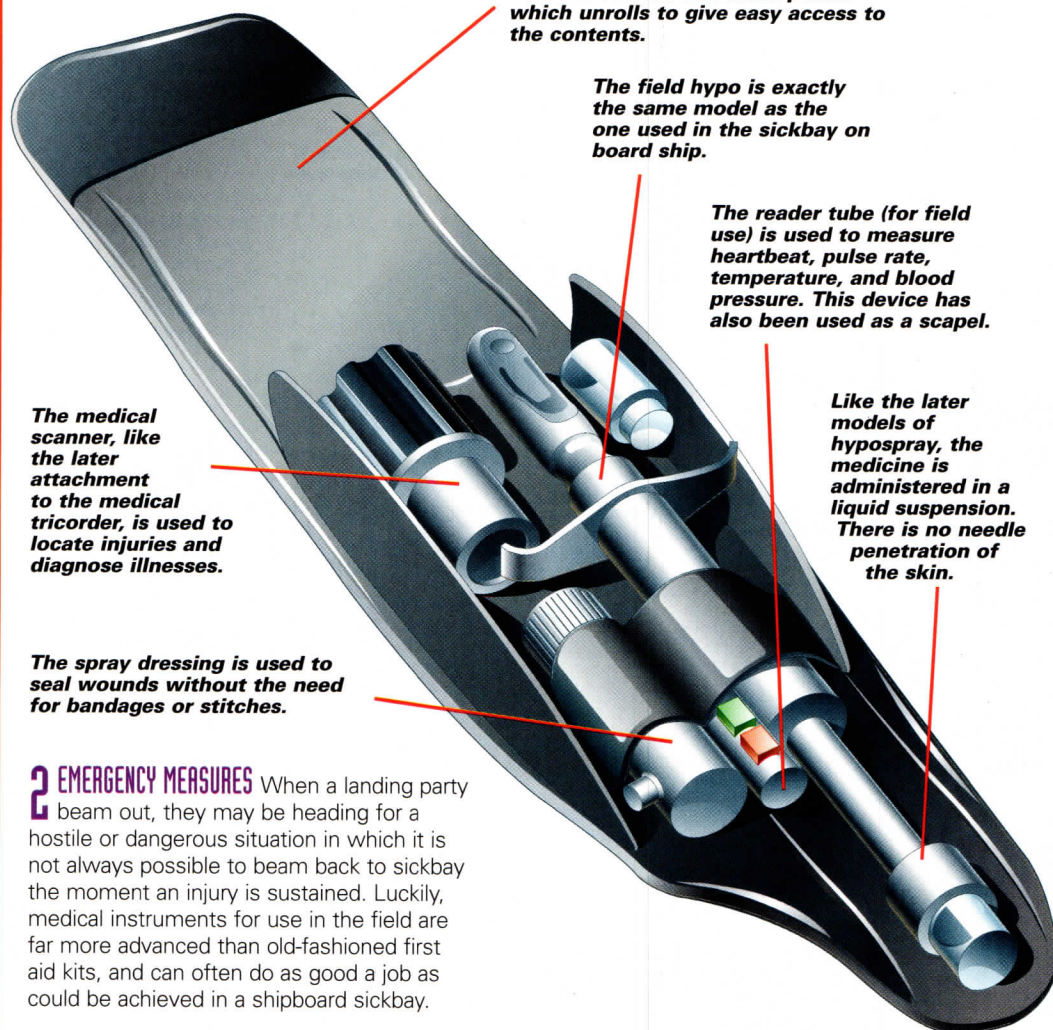


▲ Once the patient is installed, the bed is lowered into the appropriate position.



▲ The surgical support frame, which fits over the biobed, creates a special sterile field and ensures a germ-free environment in which surgery can take place.

IN THE FIELD



Medical instruments for use in the field are carried in a black pouch which unrolls to give easy access to the contents.

The field hypo is exactly the same model as the one used in the sickbay on board ship.

The reader tube (for field use) is used to measure heartbeat, pulse rate, temperature, and blood pressure. This device has also been used as a scalpel.

Like the later models of hypospray, the medicine is administered in a liquid suspension. There is no needle penetration of the skin.

The medical scanner, like the later attachment to the medical tricorder, is used to locate injuries and diagnose illnesses.

The spray dressing is used to seal wounds without the need for bandages or stitches.

2 EMERGENCY MEASURES When a landing party beam out, they may be heading for a hostile or dangerous situation in which it is not always possible to beam back to sickbay the moment an injury is sustained. Luckily, medical instruments for use in the field are far more advanced than old-fashioned first aid kits, and can often do as good a job as could be achieved in a shipboard sickbay.



'Darmok'

When the *U.S.S. Enterprise NCC-1701-D* encounters the Children of Tama, a race whose language baffles the universal translator, Captain Picard has to learn to communicate by trial and error on the surface of an inhospitable planet.

CAPTAIN'S LOG
Stardate 45047.2

"The Enterprise is en route to the uninhabited El-Adrel system. Its location is near the territory occupied by an enigmatic race known as the Children of Tama."

The *U.S.S. Enterprise NCC-1701-D* is on a mission to make contact with the **Children of Tama**, a mysterious race with whom **Starfleet** has never been able to establish communication. **Captain Picard** hopes that he and his crew will have better luck.

However, when the *Enterprise* arrives, the crew discover that the **Tamarian** language is incomprehensible. The **universal translator** cannot make sense of it, and it seems to consist of little more than proper names and locations. The Tamarians obviously find Picard and his officers equally incomprehensible. Frustrated, the Tamarian captain holds two daggers out to Picard and says, "**Darmok and Jalad at Tanagra**," then transports them both down to the planet below.

The Tamarians set up an interference field, preventing the use of transporters. There is no way the *Enterprise* crew can beam the two captains back, or even establish communication.

On the surface, the Tamarian captain throws a dagger at Picard's feet and repeats, "**Darmok and Jalad**." Picard throws the dagger back, but the Tamarian shakes his head, stating, "**Shaka** when the walls fell."

Gradual understanding

In orbit, **Riker** attempts to contact the Tamarian ship, without success. Determined to do something, he tells **Worf** to take a shuttle to the surface: he's willing to bet that the Tamarians won't fire on it.

Night is falling on the planet. The Tamarian has made a fire, but Picard is having less success and can't manage to light one of his own. The Tamarian captain removes several badges from his uniform and puts them around the campsite. Before he settles down to sleep he throws Picard a blazing branch, saying, "**Temba** his arms wide." With this simple action, Picard begins to understand the Tamarian action.

Worf's shuttle sets off, but as it approaches the planet the Tamarians expertly disable it by firing on the nacelles, and Worf is forced to turn back. There are, however, other options – **Geordi** reports that with a day's work he will be able to penetrate the interference and beam Picard up. Meanwhile, **Data** and **Troi** begin work analyzing the Tamarian language.

ON SCREEN...



1 The crew of the *U.S.S. ENTERPRISE* prepare to meet the Children of Tama, a mysterious race whose interaction with the Federation has so far been minimal. Picard hopes to improve things.



2 The *ENTERPRISE* makes contact with the Tamarian ship, but the Tamarian language is so different that even the universal translator cannot decipher it. Phrases can be made out, but they seem nonsensical.



3 The Tamarian captain holds two daggers in the air and declares, "**Darmok and Jalad at Tanagra**." This seems to be a gesture of peace and an effort to communicate.

4 Picard tries to give back his dagger, but the Tamarian returns it. He does not seem to be looking for a fight; he just wants Picard to have the weapon.

5 The Tamarian builds a fire easily. The action prompts more of his odd dialogue, and gradually Picard begins to think he might understand how Tamarian language works.





'Darmok'

Picard awakes to find that the Tamarian captain has left the camp. He walks over, and begins to explore carefully.

Data and Troi are making slow progress, but they manage to find corresponding references to Darmok, a legendary hunter, and Jalad, an island, in the *Enterprise's* databanks.

The Tamarian captain returns to his camp and runs up to Picard, trying to make him take a dagger. At first Picard refuses, but when he hears a fierce creature approaching he accepts the weapon.

On the *Enterprise*, Worf detects something approaching Picard, and Riker orders Geordi to attempt a transport even though the engineer is not ready.

The creature advancing on the two captains can become invisible. The Tamarian manages to explain a tactic to Picard, who realizes that the Tamarian language depends on example and metaphor. Acting together, the captains begin to attack the creature, but at a crucial moment the *Enterprise* locks on to Picard and attempts to beam him up. Without Picard's help the Tamarian cannot defend himself, and the creature wounds him badly. The transport fails, leaving Picard free to run to his friend's aid.

Supreme sacrifice

Back in orbit, the Tamarians intensify the interference; a second attempt to transport Picard would be pointless. Geordi suggests a plan to knock out the device generating the interference, and Riker begins preparations. Data and Troi have finally determined how the Tamarian language works, but without knowing which examples or metaphors to use, they have no way of communicating.

The Tamarian captain is seriously wounded, but Picard does what he can for him. He asks the Tamarian to tell him about Darmok and Jalad, and he manages to explain. Darmok and Jalad were two warriors who came to Tanagra separately, where they fought a beast before leaving together. Picard realizes that the Tamarian brought them here to be united by danger. The Tamarian asks Picard for a story of his own, and the captain tells him the ancient Earth legend of Gilgamesh and Enkidu. As Picard finishes the story, the Tamarian captain dies.

Picard lays his companion to rest, but as he does so the creature attacks again. The *Enterprise's* sensors tell Riker what is happening, and he attacks the Tamarian ship. This knocks out the device that generates the interference, allowing the *Enterprise* to beam Picard back.

The Tamarian ship turns on the *Enterprise*

and attacks, disabling the ship. Another blast will destroy her. At the last moment, Picard arrives on the bridge and hails the Tamarians. Using the phrases he learned from the Tamarian captain, he explains what has happened, returning the captain's log to the Tamarian first officer.

Later, Riker visits Picard in his ready room

and finds the Captain reading Homeric hymns, trying to become more familiar with his own culture's myths and legends. He tells Riker that the Tamarian captain gave his life for the chance of communication, finally establishing a connection between their two peoples. Riker leaves and, alone, Picard pays silent tribute to the fallen Tamarian.

ON SCREEN...



6 Picard holds a burning log handed to him by the Tamarian. Gradually, through observing his companion, the rules of the language are becoming clearer.



8 As Picard and the Tamarian head off to face the invisible beast, the Starfleet captain puts the final pieces into the Tamarian language jigsaw.



10 The transport fails, but too late for Picard to help his friend: the Tamarian captain is mortally wounded, and dies in Picard's arms.



7 Before Picard awakes the following morning, the Tamarian has already explored the area around their camp, and is aware of lurking dangers.



9 The U.S.S. ENTERPRISE crew have found a way to transport their captain back and attempt to do so, leaving the Tamarian captain to face the beast alone.



11 Through the Tamarian captain's sacrifice, Picard and the ENTERPRISE crew have learned to communicate with the Tamarians. His death was not in vain.

STARSHIP FACTS

A Picard only learns the Tamarian captain's name, Dathon, when he returns to the U.S.S. *Enterprise*. The story of Picard and Dathon at El Adrel enters the Tamarian language.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Search' Part I

The Federation has no desire to make an enemy of the Dominion, but in order to tell the Founders it means no harm, it first has to find the elusive shapeshifters. Meanwhile, Odo is getting a mysterious urge to travel ...

'THE SEARCH'

"We're in trouble, people. We've run seven simulations and they all come out the same: the Jem'Hadar overwhelm our defenses and board the station within two hours."

— Major Kira Nerys

Commander Benjamin Sisko returns to *Deep Space Nine* with a surprise for the Dominion – the **U.S.S. Defiant NX-74205**, a prototype warship designed to fight the Borg. Sisko has been ordered to take the *Defiant* into the **Gamma Quadrant** to find the **Founders** and persuade them that the **Federation** is not a threat. In a rare act of cooperation with the Federation, the **Romulans** have provided the ship with a cloaking device, which will be operated by **Sub-Commander T'Pol**. **Starfleet** has also appointed its own head of security for the station. This offends **Odo**, who tells Sisko he intends to resign, but **Major Kira** persuades him to join them on their mission.

As soon as the *Defiant* reaches the Gamma Quadrant, Sisko engages the cloak and heads for **Karemma** – the planet where **Quark** negotiated the **Ferengi's** tulaberry wine concession.

When a passing **Jem'Hadar** patrol seems to detect the ship, Sisko drops out of warp and cuts main power. After an agonizing delay, the Jem'Hadar ships move on.

Hidden race

The Karemma don't even know if the **Founders** exist, but with Quark's help Sisko manages to persuade them to give him the location of the subspace relay they use. The *Defiant* sets off while Quark makes his own way home.

Jadzia Dax and **Chief Miles O'Brien** transport down to the relay station and quickly find the coordinates that it transmits to, but before they can beam back, a forcefield appears around the station and the *Defiant* detects an approaching Jem'Hadar patrol. Sisko has no choice but to leave.

Meanwhile, Odo is becoming very uncooperative. Kira visits him and he explains that he is gripped by an urge to go to the **Omarion Nebula**. Suddenly, the *Defiant* is attacked. She is badly damaged, and the Jem'Hadar soon board her.

In the confusion, Kira is wounded and Odo takes her to a shuttle. When she awakes they are approaching a planet in the Omarion Nebula. On the surface, Odo finds a shifting lake. They watch in amazement as part of the lake takes on a humanoid form ... and welcomes Odo home.

ON SCREEN...



1 When Odo learns that Starfleet has chosen to place its own chief of security on *DEEP SPACE NINE*, he feels insulted, and considers resigning his post.



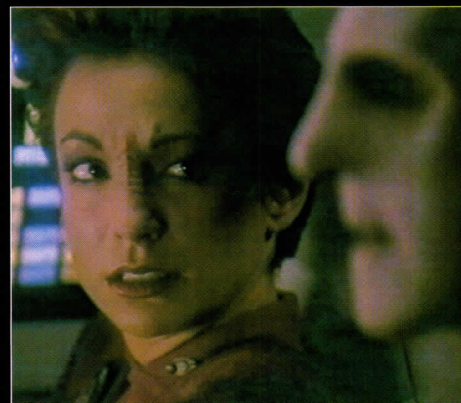
2 The space station crew have a new ship with which to explore the Gamma Quadrant: the state-of-the-art U.S.S. *DEFIANT*, developed to fight the Borg.



3 Jadzia Dax and Miles O'Brien hope that information they gather from the Karemma's relay station will enable them to trace a signal back to the Founders.



4 The Jem'Hadar are vicious and relentless, and determined to protect the Founders at any cost. They cause significant damage to the *DEFIANT*.



5 Odo takes the injured Major Kira to a shuttle. He has been gripped by an inexplicable urge to fly to the Gamma Omarion Nebula.



6 Odo's journey leads to the Founders, shapeshifters who can take on any form. Adopting the form of a humanoid woman, one of the beings welcomes Odo "home".



'The Search' Part II

While Major Kira tries to escape and Odo learns more about his roots, the unthinkable is happening back on *Deep Space Nine*: Admiral Nechayev has handed Bajor and the wormhole over to the Dominion. Or has she?

The shapeshifter offers **Odo** her hand and when they touch, they merge. **Sisko** and **Bashir** have escaped from the **U.S.S. Defiant** in a shuttle and are heading toward the wormhole. They are soon rescued.

Meanwhile, the shapeshifter tells **Kira** that she cannot allow her to send any transmissions from their planet, as they have learned to distrust humanoids.

Sisko is greeted by **Admiral Nechayev**. **Dax** and **O'Brien** were found by the **Jem'Hadar**, who took them to the **Founders**, and now the Founders are here to negotiate a treaty. Sisko meets a **Vorta**, who claims to be one of the Founders. **T'Pol** tells Bashir that the **Romulans** have been excluded from the negotiations.

The truth revealed

Kira tries to send a message from the shuttle, but an underground power source is causing interference. Odo asks the shapeshifter about the Founders' dislike for humanoids, and she tells him that her people were once persecuted by them. Then she and Odo merge again, this time fully. Meanwhile, Kira finds the source of the interference, but it is behind a locked door.

On *Deep Space Nine*, a **Jem'Hadar** soldier attacks O'Brien, but **Starfleet** security let him go unpunished. Meanwhile, Dax has received new orders posting her to the **Lexington**. Sisko goes to Nechayev to complain, but she tells him that the **Federation** is handing **Bajor** and the wormhole over to the **Dominion**.

Bajor makes an alliance with the **Romulans** and, when T'Pol is killed, Sisko and his staff decide to disobey orders. They

take a **Runabout** and fire photon torpedoes into the wormhole.

In the **Gamma Quadrant**, Odo helps Kira open the door, and behind it they find the crew of the *Defiant*, held prisoner in a lab. A Vorta explains that they are performing experiments to determine how their prisoners will react to the Dominion.

The shapeshifter arrives and explains that

they, the **Changelings**, are the Founders. Odo is horrified, and turns against his people. Because no Changeling has ever harmed another, the shapeshifter allows him to take his friends and the *Defiant* and return to the **Alpha Quadrant**.

Outside, Odo watches as she rejoins the other Changelings and reflects on the happiness he has denied himself.

ON SCREEN...



7 As Odo and the Founder touch, their forearms merge as they revert to their natural state.



8 Later, Odo reflects that the Changelings seem to understand their abilities much better than he does.



9 Kira tries to call for help from the shuttle, but an unknown source of interference blocks her efforts.



10 It appears that Admiral Nechayev has negotiated a treaty which hands Bajor and the wormhole to the Dominion.



11 Nechayev and the treaty are just an illusion: the crew are being held prisoner and tested by the Dominion.



12 The Founder returns to the Great Link. Odo is free to go, and he now knows a little more about his origins.

STARSHIP FACTS

A The Karemma's proximity to the wormhole makes them an important trading partner. They are a formidable force within the Dominion.

A The Karemma retain contact with the Dominion through the relay station, located on Callinon VII. The station is maintained by the Vorta.

A Threats from the Romulans and Cardassians will eventually force the Founders to evacuate their home in the Omarion Nebula. They become even more secretive about their new homeworld.



FILE 79 STAR TREK: FIRST CONTACT

STAR TREK: FIRST CONTACT Part 6

One Borg plan has been thwarted, but the evil aliens are far from defeated. There's one surefire solution: evacuate the *U.S.S. Enterprise NCC-1701-E* and destroy the ship. But Captain Jean-Luc Picard is determined to stay and fight.

FIRST CONTACT

"I will not sacrifice the *ENTERPRISE* ... They invade our space, and we fall back. They assimilate entire worlds, and we fall back. Not again. The line must be drawn here! This far, no further! And I will make them pay for what they've done!"

— Captain Picard

Strapped inside the *Phoenix*, Zefram Cochrane is going ahead with his plans to make the first warp flight – despite his considerable hangover. Far from sharing Commander Will Riker's romantic enthusiasm for the trip, Cochrane is downright contemptuous, emphasizing that he is hardly a visionary worthy of a statue. He's interested in making money, not history: that's why he invented warp technology. Riker gets the last word, though, by quoting something Cochrane will say 10 years later: "Don't try to be a great man, just be a man ... and let history make its own judgments." With that, Riker leaves Cochrane to finish his preflight checklist.

Having thwarted the Borg attempt to contact reinforcements in the present-day Delta Quadrant, Captain Jean-Luc Picard is determined to drive them off the *U.S.S. Enterprise NCC-1701-E*, even as the crew's positions are being overrun. The other officers consider the strategy to be futile. Lt. Commander Worf and Dr. Beverly Crusher urge Picard to activate the auto-destruct sequence and abandon the ship; destroying the *Enterprise* is the only way to destroy the Borg. But Picard is adamant: he will not sacrifice the ship. When Worf suggests that Picard is giving orders based on his malice toward the Borg rather than sound judgment, the Captain reels and calls him a coward. "If you were any other man," Worf snarls "I would kill you where you stand." Picard orders him off the Bridge, and heads for the Observation Lounge.

Facing the truth

Lily, having watched this confrontation, tells Beverly that she thinks getting off the ship and blowing it up is a very good idea. The doctor replies that when the Captain has made up his mind, the discussion is over. But that's not the way Lily is used to doing things, and she heads off after Picard.

She finds him remodulating a phaser rifle, clearly angry but trying to stay in control, and not in the mood to be criticized by someone who isn't even a member of his crew. He is the only one who understands the Borg, he tells her; the only one who knows how to fight them, a result of his own brief assimilation six years ago, when he had their devices implanted in his body.

ON SCREEN...



1 The morning after the night before: Zefram Cochrane has to make history, but he's not really in the mood. Apart from the hangover caused by the previous evening's drinking, the idea of becoming a legend doesn't appeal to him at all – he invented the warp drive because he wants to get rich, not so that he can go down in history. All the attention he's been getting is rapidly putting him off.



2 The *U.S.S. ENTERPRISE* crew are tired and bruised. The battle with the Borg is not going well, and many officers think it's pointless to continue.



3 Worf believes the best course of action is to evacuate and then self-destruct the ship. Picard accuses him of being a coward who would rather run away than fight.



4 Lily follows Picard into the Observation Lounge to persuade him to evacuate the ship. She accuses him of wanting revenge.



5 Picard tells Lily about his assimilation by the Borg, but denies that this is a personal vendetta against them.





STAR TREK: FIRST CONTACT Part 6

That gives Lily pause, but also makes her realize the truth: Picard wants revenge. She reminds him of his manicured frenzy as he machine-gunned the two Borg in the **holodeck** nightclub, followed by his coldness about having killed one of his own men. He tries to interrupt her, then tries to ignore her, but she has him pegged down. When she compares him to Captain Ahab, hunting his great white whale, Picard explodes, claiming he doesn't care about revenge; he wants to save humanity.

"Jean-Luc, blow up the damn ship!" she yells.

"Noooo!" Picard yells back. Swinging the phaser rifle as he screams, he smashes a display case containing models of all the previous *Enterprises*. Picard looks briefly at the shattered glass and toppled ships.

Starfleet has always retreated in the face of the Borg, he says; always looked to fight again another day. But he intends to stand firm, to fight to the death if need be, to stop the Borg here and now – and to make them pay for all that they have done.

Change of plan

Hearing the fury in his voice, Lily realizes it is pointless to continue. To her, the broken little ships are the war toys of a vindictive man crippled by his own wrath. A man like Ahab. She turns away to leave.

But Picard has finally heard her, and himself, for the first time. Maybe she is right. Maybe, in Melville's words from 'Moby Dick', he has piled upon the Borg the sum of all his rage, willing to make his chest a cannon and shoot his heart upon them. And maybe he expected his crew to do the same. Picard finally resolves that, unlike Ahab, he will not destroy his crew in a quest for personal vengeance. He drops the rifle among the remains of the *Enterprise* models.

The eyes of every crew member fix on Captain Picard as he returns to the Bridge. In a clear, firm voice, he gives a new order: "Prepare to evacuate the *Enterprise*."

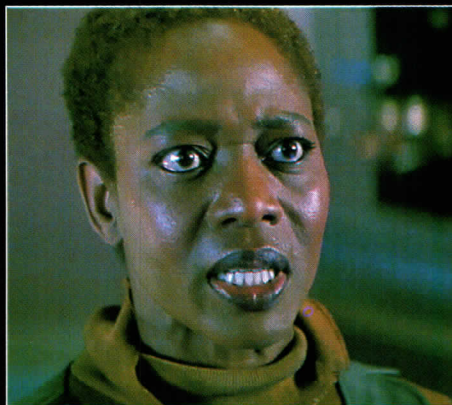
The officers begin the evacuation, calmly providing their authorization codes to initiate the ship's auto-destruct program. Beverly Crusher briefly wonders if Starfleet will replace the ship, and Captain Jean-Luc Picard confidently replies that there are plenty more letters in the alphabet. The Captain then approaches Worf, expressing his regret over their altercation. Far from thinking Worf is a coward, Picard assures the

Klingon that he considers him the bravest man he's ever known.

As he takes a last look around the Bridge, Picard hears a familiar voice call his name inside his head, just as he heard the Borg Collective. Only this voice belongs to **Data**,

calling out from deep inside the Hive. Picard knows he cannot leave a friend to that fate, especially not one who risked everything to save him from the Borg when their positions were reversed. He will not leave the ship until Data has been rescued ...

ON SCREEN...



6 Lily likens Picard to the character Captain Ahab in 'Moby Dick', who spent his whole life chasing after the whale that crippled him.



7 Picard explodes in anger. When the Borg attack, he says, their enemies always fall back. But the line has to be drawn somewhere, and he will not give in.



8 In his outburst, Picard smashes the display of models of the previous ships to bear the name 'ENTERPRISE'. Losing his temper makes him realize that Lily is right.



9 Picard now admits that the only course of action is to destroy the ship, killing all the Borg on board. Back on the Bridge, he apologizes for calling Worf a coward.



10 Alone on the Bridge after the crew have evacuated, Picard hears the whispers of the Borg inside his head. He tries to push away the memories of his experience, but then he hears Data's voice saying, "Captain." Picard realizes that he cannot leave the ship without trying to rescue his friend from the clutches of the Borg.

STARSHIP FACTS

A Zefram Cochrane claims he built the warp drive so that he could retire to a tropical island filled with naked women. He saw not a vision of the future, but dollar signs.

A Cochrane will eventually leave Earth to settle in the stars, but his legend lives on; his name is given to terms such as 'Cochrane hours', 'Cochrane distortion' and 'millicochrane'.



B continued

baristatic filter A component in atmospheric-level technology which removes airborne impurities. They are often used in massive quantities, as on **Targa IV**. (Starship Log: 'True Q' [TNG]) **SEE FILE 69**

Barkon IV This **Class-M** planet is home to a pre-industrialized humanoid population. In 2370, **Data** was assigned to retrieve fragments from a radioactive probe which had crashed on the planet surface. (Starship Log: 'In Thine Image' [TNG]) **SEE FILES 3, 18, 69**

Barkonians This humanoid population on **Barkon IV** has distinctive physical characteristics, including purple markings on their foreheads. (Starship Log: 'In Thine Image' [TNG]) **SEE FILES 18, 69**

▼ The Barkonians are noted for their unique facial coloring. Although their technology is primitive by Starfleet's standards, they are nonetheless an intelligent race.

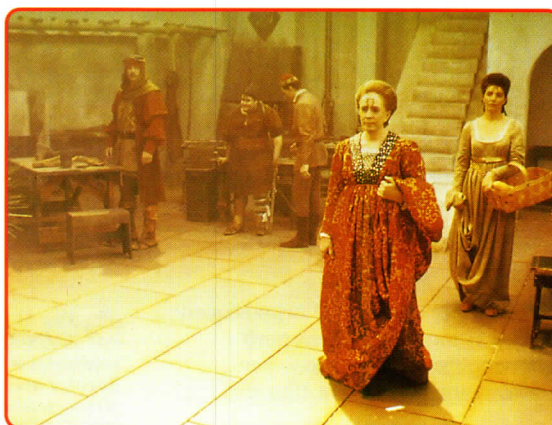


Barnaby, Lieutenant Lt. Barnaby, a tactical officer on the **U.S.S. Enterprise NCC-1701-D**, served under **Dr. Beverly Crusher** during an encounter with the **Borg** in 2370. (Starship Log: 'Descent', Part II [TNG]) **SEE FILES 25, 69**

Barnhart One of the **Starfleet** crew members killed by the **M-113 creature** during its infiltration of the **U.S.S. Enterprise NCC-1701** on **Stardate 1531.1**. (Starship Log: 'The Man Trap' [TOS]) **SEE FILES 20, 68**

Barnum, P[hineas] T[aylor] A legendary impresario of 19th-century America, known for his skill and success as a creator of entertainment spectacles, most notably the circus. Also famous for the phrase "There's a sucker born every minute," which **Captain Jean-Luc Picard** has quoted on at least one occasion. (Starship Log: 'Devil's Due' [TNG]) **SEE FILE 69**

barokie A game of obscure rules known to be played in the 24th century. It provides a demanding yet stimulating test of one's abilities. (Starship Log: 'Tapestry' [TNG]) **SEE FILES 7, 69**



▲ **Barkon IV is a simple planet. The inhabitants live a post-medieval existence, and are sheltered by Starfleet's Prime Directive.**

Barolian freighter A large transport craft. One such vessel was the beneficiary of a stolen deflector array from a decommissioned **Starfleet** ship, the **Vulcan**-flagged **T'Pau** in 2368. (Starship Log: 'Unification', Part II [TNG]) **SEE FILES 40, 69**

Barolians Members of this culture engaged in an economic parley with the **Romulan Empire** in 2364. (Starship Log: 'Unification', Part I [TNG]) **SEE FILE 69**

Baroner **Kirk** used this **Organian** alias to hide his true identity from the invading **Klingons** while on that planet in 2267. (Starship Log: 'Errand of Mercy' [TOS]) **SEE FILES 18, 43, 68**

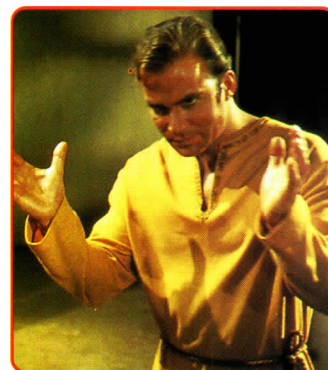
Barradas III This heavily forested **Class-M** planet has remained mostly uninhabited for the last 2,000 years. **Barradas III** at one time served as an outpost for the **Debrune**, and contains valuable ruins prized by archeologists. A fierce phaser battle occurred here in 2370 between **Enterprise** crew members searching for their lost captain and the pirate **Arctus Baran**. **Commander Riker** was abducted in the ambush. (Starship Log: 'Gambit', Part I [TNG]) **SEE FILES 4, 69**

Barradas System This solar system is home to the **Class-M** planet **Barradas III**. (Starship Log: 'Gambit', Part I [TNG]) **SEE FILES 3, 4, 69**

barrier, Galactic This barrier at the edge of the Milky Way Galaxy is a potentially hazardous field of energy, and can pose a danger to any starship attempting to pass through. An early voyage of the **Starship Enterprise** in 2265, with **Captain Kirk** in command, saw the ship pass through the phenomenon, albeit with strange effects on certain crew members. The **Enterprise** successfully negotiated the barrier twice in 2268 when under the control of other aliens. (Starship Log: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 3, 5, 68**

Barron, Dr. A member of the **Federation** anthropology team in residence on planet **Mintaka III** in 2366 to study the evolution, behavior and social and cultural development of the native agrarian race. (Starship Log: 'Who Watches the Watchers?' [TNG]) **SEE FILES 7, 18, 69**

baristatic filter
Barkon IV
Barkonians
Barnaby, Lieutenant
Barnhart
Barnum, P[hineas] T[aylor]
barokie
Barolian freighter
Barolians
Baroner
Barradas III
Barradas System
barrier, Galactic
Barron, Dr.
Barros Inn
Barrows, Yeoman Tonia
Barson II
Barstow, Commodore
Bartel, Lieutenant
Bartender (Eddie)
Bartholomew, Countess Regina
Barton
baryon particles
baryon sweep
Barzan wormhole
Barzans
Basai Master
baseball (game)



▲ **Kirk adopts the identity of Baroner to fit in with the apparently undeveloped Organian society.**



▲ **An away team from the U.S.S. ENTERPRISE explores the surface of Barradas III, including the remains of a Debrune outpost, in 2370.**



Barros Inn Curzon, the **Dax** host previous to **Jadzia**, was kicked out of the **Barros Inn**, one of the most unruly bars in the whole **Rigel Quadrant**, when he set fire to it as part of a bet. (*Starship Log*: 'Rejoined' [DS9]) **SEE FILES 43, 70**

Barrows, Yeoman Tonia A member of the 2267 expeditionary force sent from the **U.S.S. Enterprise** to the **amusement park planet**. Her fantasy images were among those transformed into corporeal reality by the planet's sophisticated machinery. (*Starship Log*: 'Shore Leave' [TOS]) **SEE FILES 20, 68**

Barson II When a viral medical emergency occurred on **Barson II** in 2370, lifesaving supplies were required immediately. The **U.S.S. Enterprise NCC-1701-D** was instructed to journey to the planet by exceeding the newly established warp speed limitations. (*Starship Log*: 'Eye of the Beholder' [TNG]) **SEE FILES 3, 69**

Barstow, Commodore This **Starfleet** officer ordered **Kirk** to investigate the Galaxy-wide timewarp distortion in 2267, and to ascertain whether it was a natural phenomenon or an indicator of hostile intentions on the part of a **Federation** enemy. (*Starship Log*: 'The Alternative Factor' [TOS]) **SEE FILES 19, 40, 68**

Bartel, Lieutenant An engineer serving aboard the **U.S.S. Enterprise NCC-1701-D** on **Stardate 46125.3**, when the ship encountered the renowned **Captain Montgomery 'Scotty' Scott**, Chief Engineer of the original *Enterprise*, in a temporal suspension. (*Starship Log*: 'Relics' [TNG]) **SEE FILES 25, 69**



Bartender (Eddie)

A character in the **Dixon Hill** novels, and in **Captain Jean-Luc Picard's** holosuite program based on the stories. (*Starship Log*: **Star Trek: First Contact**) **SEE FILES 56, 79**

Countess **Regina Barthalomew** and her lover, **Professor James Moriarty**, were fictional characters utilized in a **holodeck** program aboard the **U.S.S. ENTERPRISE**. The couple gained self-awareness and an understanding of their situation during a malfunction in 2369.

Barthalomew, Countess Regina The object of Professor **James Moriarty's** affections. Ostensibly a fictional character in a holoprogram based on the **Sherlock Holmes** novels, she was given corporeal form via the **holodeck** on the **U.S.S. Enterprise NCC-1701-D**, and reunited with her lover in a protected holographic world. (*Starship Log*: 'Ship In A Bottle' [TNG]) **SEE FILES 56, 69**

Barton Famous Earth playwright of the 23rd century. (*Starship Log*: 'The Die is Cast' [DS9]) **SEE FILE 70**

baryon particles The accumulation of these atmospheric contaminants, a consequence of warp travel and certain systems malfunctions, necessitates the regular purging of all starship surfaces. High baryon levels can cause serious illness and death. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILES 25, 32, 69**

The **U.S.S. ENTERPRISE** undergoes a **baryon sweep** at **Arkaria Base's REMMLER ARRAY** in 2369. The green beams emitted at facilities such as this are designed to purge starships of the dangerous buildup of **baryon particles**.



baryon sweep Part of the extremely hazardous operation to rid starships of baryon particle buildup. During a baryon sweep, all organic life forms are required to vacate the ship. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILES 25, 32, 69**

Barzan wormhole Approximately 70,000 light years in length, this space phenomenon currently connects the **Delta** and **Gamma Quadrants**. Unlike the **Bajoran** wormhole, this conduit is entirely natural, and therefore its two apertures are prone to spatial drift and collapse. (*Starship Log*: 'The Price' [TNG]; 'False Prophets' [VOY]) **SEE FILES 5, 51, 69, 71**



The **Barzan Premier**, like all **Barzans**, requires a special apparatus to breathe in a **Class-M** atmosphere. **Premier Bavani** hoped the discovery of the **Barzan wormhole** would be stable and give her resource-poor world some clout.

Barzans This race are humanoid natives of the planet **Barzan**, and holders of the title to the nearby **Barzan wormhole**. A politically unaligned nation, their civilization's technological abilities are rather primitive by **Federation** standards. (*Starship Log*: 'The Price' [TNG]) **SEE FILES 5, 18, 69**

Basai Master A master of **Klingon** poetry. **Quark** is told that he is a **Basai Master** by his ex-wife **Grilka**. (*Starship Log*: 'Looking For Par'Mach In All the Wrong Places' [DS9]) **SEE FILES 11, 70**

baseball [game] A bat-and-ball game, involving nine players on each side. First played on Earth in the 19th century, it became a major recreational and spectator sport, achieving notable significance in North American culture. The game eventually declines in popularity and is remembered mainly by enthusiasts and aficionados such as **Captain Sisko** in the 24th century. (*Starship Log*: 'The Big Goodbye' [TNG]; 'Emissary' [DS9]) **SEE FILES 7, 43, 69, 70**